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1. General information

BTS Pro Series 13 (aka the Tournament, the Event, the League, or the Competition) is a global DOTA 2 Tournament. This document pertains to the gameplay rules for the teams and Admin interaction within the competition.

Tournament Administration (aka admin or administration) is comprised of representatives from Beyond the Summit-appointed competition staff.

The Administration is allowed to ignore or overrule any of the following rules in order to make the competition as fair as possible. In cases not covered by these rules, the Administration has sole discretion and obligation to make what it deems the fairest possible ruling.

2. Tournament Overview

BTS Pro Series 13 is an online event with two regional divisions, Southeast Asia and America.

2.1. Invited Teams

America Phase 1: No Runes, Cringe Crew, The Cut, Alpha, Team Brasil, Infamous, DogChamp, 5RATFORCESTAFF

Americas Phase 2: Thunder Awaken, Infinity, Hokori, Wildcard Gaming

Americas Phase 3: nouns, Beastcoast, TSM & TBA

2.2. Phase 1

Phase 1 will consist of 8 teams per division, divided into 2 GSL groups of 4. Teams will play in a double elimination bracket, advancing to Phase 2 after winning 2 series. All matches will be a Best of Three.



2.3. Phase 2

The group stage will be a two game series (Bo2) round robin. The four teams with the most map wins in the group stage will advance to the playoff Winner's Bracket. Teams placing 5th-8th in map wins in the group stage will be eliminated.

2.4. Phase 3

The playoffs will be a Full Double Elimination Best of Three bracket. The Grand Finals will be a Best of Five with a winner's bracket advantage of selection priority in games 1, 3, & 5 for the Winner's Bracket champions.

3. Tiebreakers

At the conclusion of Phase 2, if two or more teams are tied for one of the playoff slots, the following metrics will be used to seed the teams:

1. Head-to-head results between tied teams
2. Neustadt score (combined score of the teams you've beaten (2-0) plus half of the combined score of the teams you've drawn against (1-1))
3. Comparative results against each team from the top down

If a tie is partially broken with any of the secondary metrics, the process resets and the remaining teams are evaluated based on the list in order. In the case that the above process cannot break a tie that affects bracket placement, The Administration will decide when and how tiebreaker games will be played.

4. Rosters

Up to two stand-ins may be used each game. Stand-ins may not be a rostered member of any team competing in a current or prior phase of the event or any player banned from the competition. Managers/captains should, if possible, report the use of a stand-in to the administrator before entering the game lobby.

Rosters will be locked 24 hours before each team's first game of the tournament.

5. Nicknames

All players must play with the original nicknames which were submitted to the Tournament Administration at the start of the tournament. Stand-ins are expected to play with their proper/official nickname. If a player's name is locked and inconsistent with pre-submitted rosters, they must declare their primary nickname to their opponents and broadcasters before the game begins.

6. Prize pool



The total prize pool for the event is \$80,000. The prize pool for the Southeast Asian and American divisions are each \$40,000. The American division distribution is as follows:

1st: \$16,000
2nd: \$9000
3rd: \$5,200
4th: \$2850
5th-6th: \$1575
7th-8th: \$900
9th-12th: \$500

Prizing will be paid within 90 days of the tournament's conclusion assuming both of the following conditions have been met: (a) all required tax forms and documentation has been provided to Administration and (b) expected sponsor payments have been received by Beyond The Summit.

7. Official Broadcasts

Unless otherwise indicated by the lead administrator, all Tournament matches will be played LIVE, with live broadcasts by official Tournament streaming partners providing coverage in a variety of languages to a global audience.

Only those commentators that are announced as official have the right to broadcast matches. If a broadcaster intends to showcase live matches from the tournament via DotaTV as a (non-commercial/non-studio) "Community Caster", they must reach out to the tournament organizers prior to the start of the tournament and fulfil all provided conditions. Failure to do so means that the broadcast is considered illegitimate and must be closed.

Spectators in the lobby reside there only at the referee's permission. Managers are not allowed to be in the lobby (except by explicit approval from both teams).

Live broadcasts will be made available on the official Tournament site as well as partners' sites.

In order to prevent unfair play in online matches, official broadcasts will be set with five minutes of delay. The Administration may choose to increase this delay at its discretion.

Using rude lexis and insulting opponents / organizers outside of the game or during official Tournament matches is strictly prohibited. Depending on the infraction, a first-time offence will result in the revocation of some or all of the draft reserve time of their next games. Subsequent offences may result in game forfeiture or tournament disqualification.



Neither teams nor players competing in the Tournament may organize or publish unofficial livestreams of official Tournament matches. Participating teams / players may promote only official tournament broadcasts.

Teams and all other content creators must receive permission from the Administration in order to use any gameplay / video content related to the tournament.

8. Refereeing

Match referees are responsible for organizing and judging every official match. Referees will make all decisions in accordance with the provisions of these regulations and will bring them to the attention of the teams, escalating key issues to administrative leads if necessary.

Selection priority will be based on the Automatic Coin Toss system in Dota 2. Selection priority will be given to the coin flip winner for game one, the coin flip loser in game two. For the third game in a Best of Three, another coin will be flipped to determine selection priority. In the playoff grand final, the winner of the WB final will have selection priority for games 1, 3, and 5.

Only the team manager or captain should communicate directly with the match referee for matches and controversial situations.

Official channels of communication during the Tournament include the game lobby, Discord, or direct personal communication between players and referees. Discussion in All Chat should be kept to a minimum.

In case of a dispute, the match referee and the Administration will be responsible for making a decision. Decisions on all disputes are final and not open to further appeal.

9. Disciplinary Penalties and Fines

9.1 Lateness/Forfeits

The schedule for BTS Pro Series 13 is **follow-by**, with each series scheduled to begin at least 10 minutes after the preceding match for both group stage and playoffs. For teams playing back to back series, the series is scheduled to begin 20 minutes after the preceding match.

All teams are expected to join the lobby at least 10 minutes before the start of each match. Any team who does not have all 5 players in the lobby by the scheduled match time will be penalized according to the following rules:



- 5 minutes late - Level 1 Time Penalty
- 10 minutes late - Level 2 Time Penalty
- 15 minutes late - Level 3 Time Penalty
- 20 minutes late - Game 1 Forfeit (or match forfeit in BO1)
- 30 minutes late with no players in the lobby / no communication from the players or manager – match forfeit.
- 40 minutes late - Game 2 Forfeit (or series forfeit in BO3)
- 60 minutes late - Game 3 Forfeit (or series forfeit in BO5)

In some cases, these penalties may be waived if the delay is a result of forces outside of the team's control or matches in tournaments the Administration is coordinating with directly.

Any team that forfeits four or more maps in the tournament will be disqualified. The result of all Group Stage matches the team played in the tournament will be nullified along with any prize winnings from the event.

9.2 Pauses/Disconnects

In online matches, players are responsible for securing their internet connections and preparing a backup solution in case of a technical outage. Each team is allotted 10 minutes of in-game pause time per game. After this time has elapsed, the game must be unpaused and the team without remaining time may not pause again. Players are allowed to utilize the disconnected player's hero/units until they return.

Teams must not pause during the drafting stage of an official match without authorization from The Administration. Doing so will result in at least a Level 2 Time Penalty for their next game (this may be for a subsequent map in the current series or the first map of the next series).

In-game pauses are reserved for unexpected technical issues or emergencies. Whenever the game is paused, the team pausing must immediately provide a valid reason to the administrator and their opponents. Failure to do so may result in a forfeit of the game in question. The Administration reserves the right to examine a pattern of behavior in a team's pauses and issue a warning if it believes in-game pauses are being abused.

9.3 Cheating or using unauthorized programs

Teams found to be engaging in cheating, unethical behaviour, obtaining any form of unfair competitive advantage, or using unauthorized programs will forfeit all affected matches. The Administration will have total discretion and final say over what counts as cheating. In extreme cases, and at the sole discretion of the Administration, cheating may result in a team being immediately disqualified from the Tournament or even being barred from future BTS Tournaments. Macro scripts are expressly forbidden (including any DOTA 2 configuration file, third party program, or script which allows multiple keystrokes to be input into the game client through a single keypress or no human input whatsoever).



9.4 Stream viewing

Players are expressly prohibited from viewing broadcasts of their games during an ongoing match. This rule takes effect from the moment the lobby begins to load into the game, includes any pauses in the midst of gameplay, and extends until the game officially ends and the game end score screen is displayed.

Broadcasts as defined for our purposes include live video streams (including but not limited to broadcast platforms such as Twitch, YoutubeLive, HuoMao, Douyu, Facebook, etc), DotaTV feeds, stream chat rooms (including but not limited to Twitch chat), and text-based live report threads (such as those on Liquiddota.com).

While we recognize that players may not have the intention of cheating when viewing streams, there is no way for an administrator to determine definitively what a player's intentions were when viewing a broadcast of an ongoing game. Therefore, any players found in violation of this rule will be punished; the severity of the punishment will be up to the administration's discretion.

A designated team Coach may communicate with players during the drafting phase of each game, but must cease communication and vacate the play area of any players in-game. Failure to abide by this will result in severe penalties, up to and including disqualification.

9.5 Betting / Gambling

Players, managers, and other affiliates of participating teams are expressly prohibited from making bets of any kind that are in any way related to the event on matches, including virtual item bets (including but not limited to Dota2Lounge) or real money bets (including but not limited to GG.bet, Betway, Dota2Lounge, Rivalry, Pinnacle, Parimatch, LOOT.BET, etc).

Indirect methods of betting (such as players / managers / other team affiliates who knowingly consort with 3rd parties to arrange bets on matches) will be treated the same way by the Administration as the direct methods outlined above.

In extreme cases, and at the sole discretion of the Administration, illegal betting may result in a team being immediately disqualified from the Tournament or even the team being barred from future events.

9.6 Harmful conduct

The Administration reserves the right to use disciplinary sanctions and penalize teams or players in extreme circumstances for violations of these rules or any conduct that harms the integrity or business of BTS Pro Series 13 or the Administration. Such misconduct may result in a fine of prize winnings, suspension, disqualification from tournament matches, or an outright ban on future participation in Beyond The Summit tournaments.



10. Dota 2 Rules

All games in the SEA division will be played on Singapore servers.

For American division matches, if a rostered player from either team is competing from Europe, all games will be played on US East servers and the following server regulations will not apply.

For matches involving a team with a majority of players competing in the United States or Canada, all games will be played on US East servers.

Matches involving teams with a majority of players competing in Peru will be played on Peru servers. Matches involving teams with a majority of players competing in Brazil will be played on Brazil servers.

For matches involving a team with a majority of players competing in Peru and a team with a majority of players competing in Brazil, matches will be played on Argentina server.

This will remain the case unless both teams agree to play on an alternate server or The Administration decides a different server is necessary for technical reasons.

Teams who abuse gameplay bugs may be assigned a forfeit loss. If a team discovers a game-affecting bug (or potential exploit clearly outside of the developers' intended game design) during a game, they are expected to pause the game and immediately inform their opponent as well as the match referee in all chat.

The Administration will evaluate all alleged bug abuses and has full discretion to award a forfeit loss to any team found guilty of abusing a critical bug or exploit that affected the outcome of the match.

If a team calls "GG" while the game is in a state where it may be reasonably believed that the team is legitimately conceding the game, they are required to immediately revoke that call or forfeit the game.

Players are accountable for their actions/inaction within the game. **If a player accidentally abandons the game or selects the wrong hero, skill, or item, this is not a valid reason for a remake.**

If a player disconnects during the draft and is unable to reconnect, the game will be remade with the time required to restart deducted from the affected team's pause time for that game. If a technical issue causes a disruption of play within the first five minutes of gameplay, a remake may be requested at the Administration's discretion.

Conditions for a remake may be set in advance, such as repeating hero/item/skill selections, lane configurations, ward placements, bounty rune acquisition, or first blood.



If there are any game-impacting occurrences as a result of a crash or widespread technical outage, the Administration will consult with the affected teams privately and exercise its best judgement to decide a fair and reasonable solution to minimize the impact of the disruption. If one team has an objectively significant advantage in a game that must be remade, the Administration may consider that team's preferences regarding conditions for the remake with greater weight.

In all cases, the tournament Administration has ultimate discretion as to how to address a game that has crashed or needs to be restarted.

Good luck, have fun.